AMENDMENTS TO THE CLAIMS

Please cancel claims 5-6, 21-70, 72-73, and 82; amend claims 1, 3-4, 7-20, 71, and 75; and add claims 83-84 as follows:

1. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first parameter behavior, the first parameter behavior indicating how to change a value of a first parameter ~~of the object~~ over time, wherein the first parameter is associated with one element of a group consisting of a motion behavior applied to the object, a filter applied to the object, and a generator applied to the object;

animating the object by changing the value of the first parameter ~~of the object~~ over time according to the specified parameter behavior; and

outputting the animated object.

2. (Original) The method of claim 1, wherein the object comprises a two-dimensional object.

3. (Currently Amended) The method of claim 1, further comprising receiving a second input, the second input specifying a parameter keyframe indicating the value for the first parameter ~~of the object~~ at a first point in time, and wherein animating the object comprises changing the value of the first parameter ~~of the object~~ according to the specified parameter behavior and further according to the specified parameter keyframe.

4. (Currently Amended) The method of claim 1, further comprising receiving a second input, the second input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of a second parameter ~~of the object~~ over time, and wherein

animating the object further comprises changing the value of the second parameter ~~of the object~~ according to the second specified parameter behavior.

5.-6. (Cancelled)

7. (Currently Amended) The method of claim 1, wherein ~~the first behavior~~ the first parameter is associated with the motion behavior applied to the object, and wherein the motion behavior comprises one from a group consisting of:

a Fade In/Fade Out behavior;

a Grow/Shrink behavior;

a Motion Path behavior;

a Snap Alignment to Motion behavior;

a Spin behavior;

a Throw behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

an Edge Collision behavior;

a Gravity behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Repel behavior;

a Repel From behavior;

a Rotational Drag behavior;

a Spring behavior;

a Vortex behavior; and

a Wind behavior.

8. (Currently Amended) The method of claim 1, wherein the object comprises a text object, and wherein the first parameter is associated with the motion behavior applied to the object, and wherein the motion behavior ~~and the first behavior~~ comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Position behavior;

a Rotation behavior;

an Opacity behavior;

a Scale behavior;

a Tracking behavior; and

a Type On behavior.

9. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should be averaged over time.

10. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should be changed using a user-specified custom change.

11. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should be negated.

12. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should oscillate over time.

13. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should ramp over time.

14. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should be randomized.

15. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should change over time according to a specified rate.

16. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that changes to the value of the first parameter ~~of the object~~ should be executed in reverse order.

17. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should not change.

18. (Currently Amended) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter ~~of the object~~ should wriggle over time.

19. (Currently Amended) The method of claim 1, wherein the object comprises one from a group consisting of:

an image object;

a text object; and

a particle system[[;]] .

~~a filter;~~

~~a generator; and~~

~~a behavior.~~

20. (Currently Amended) The method of claim 1, wherein ~~the first behavior comprises at least one user-settable behavior parameter~~ the first parameter is associated with the motion behavior applied to the object, the method further comprising receiving a second input specifying a value for the first parameter ~~behavior parameter~~, and wherein animating the object comprises changing ~~the~~ a value of ~~the~~ a ~~first~~ parameter of the object according to the first specified parameter behavior and the specified value for the first parameter ~~behavior parameter~~.

21.-70. (Cancelled)

71. (Currently Amended) A method for animating an object using a behavior, comprising:

outputting an original animation for the object according to a first behavior;

concurrently with outputting the object animation, accepting user input that comprises a command for changing a value of a parameter of the first behavior; and

outputting an updated animation for the object according to ~~the user input~~ the changed value of the parameter.

72.-73. (Cancelled)

74. (Original) The method of claim 71, wherein outputting the updated animation is performed without interrupting the animation for the object.

75. (Currently Amended) The method of claim 71, wherein the updated animation reflects ~~the changed value of the parameter~~ the application of the second behavior in real-time.

76. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and caching the rendered frames.

77. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially.

78. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially by calculating a current frame based on a previous frame.

79. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and periodically caching a subset of the rendered frames in an interval cache.

80. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise evaluating, by a first thread, a first subset of frames, and evaluating, by a second thread, a second subset of frames.

81. (Original) The method of claim 80, wherein the first subset and the second subset of frames each comprise alternate frames of the animation.

82. (Cancelled)

83. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the object over time;

animating the object by changing the value of the first parameter of the object over time according to the specified behavior; and

outputting the animated object;

wherein the first behavior comprises one from a group consisting of:

a Snap Alignment to Motion behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Rotational Drag behavior;

a Spring behavior; and

a Vortex behavior.

84. (New) In a computer-implemented animation system, a method for animating a text object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the text object over time;

animating the object by changing the value of the first parameter of the text object over time according to the specified behavior; and

outputting the animated text object;

wherein the first behavior comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Tracking behavior; and

a Type On behavior.